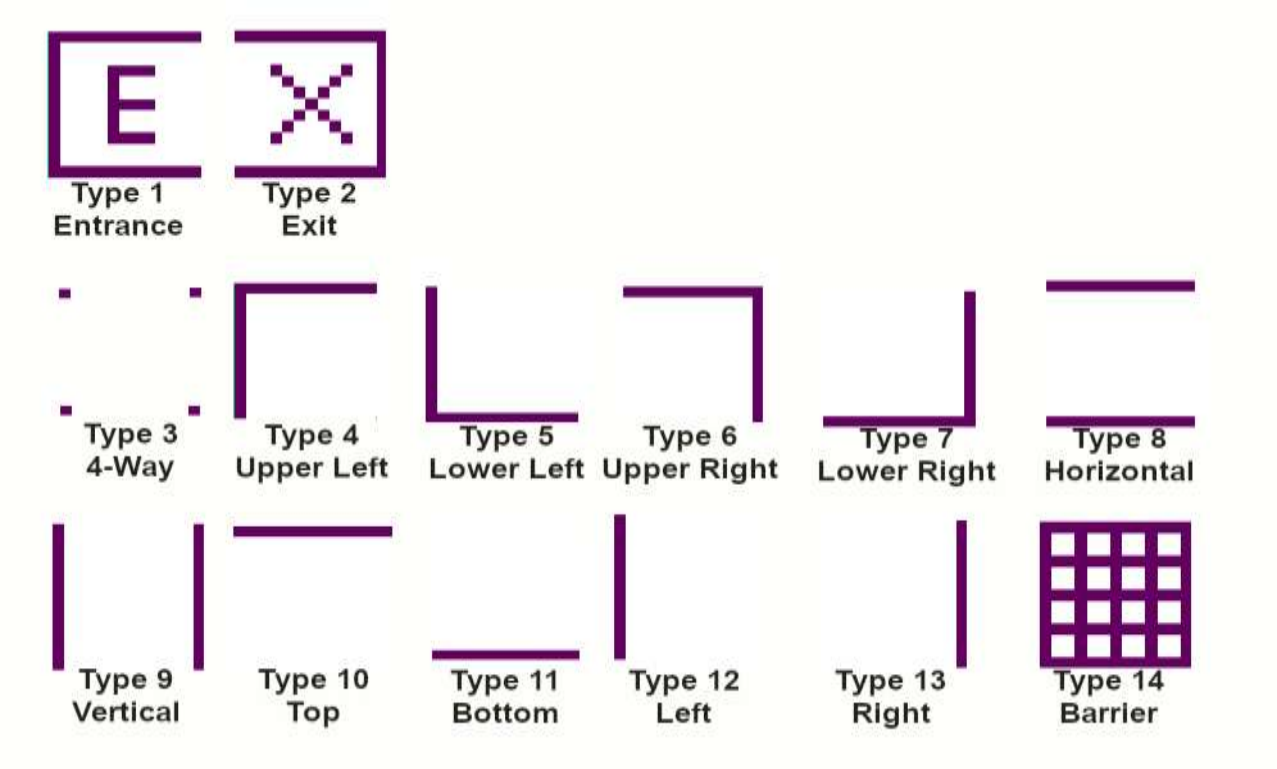
Cuthbert Gear Solid Solid Gold Collection Level Editor

This map editor is simple to operate, just RUN "EDITOR/BAS" and it will generate a Default map for CGS. Once the Default CGS map is showing, you can use an analog non-centering joystick to position the cursor square over the tile you want to change.

Just press either the left or right arrow key, and the tile type will either decrement or increment. Left arrow (decrement) causes a low tone to emit, and the new tile type displays in that tile space. Right arrow (increment" causes a higher tone to emit, and again you see the new tile type displaying in that tile space.

Here are the 14 tile types:



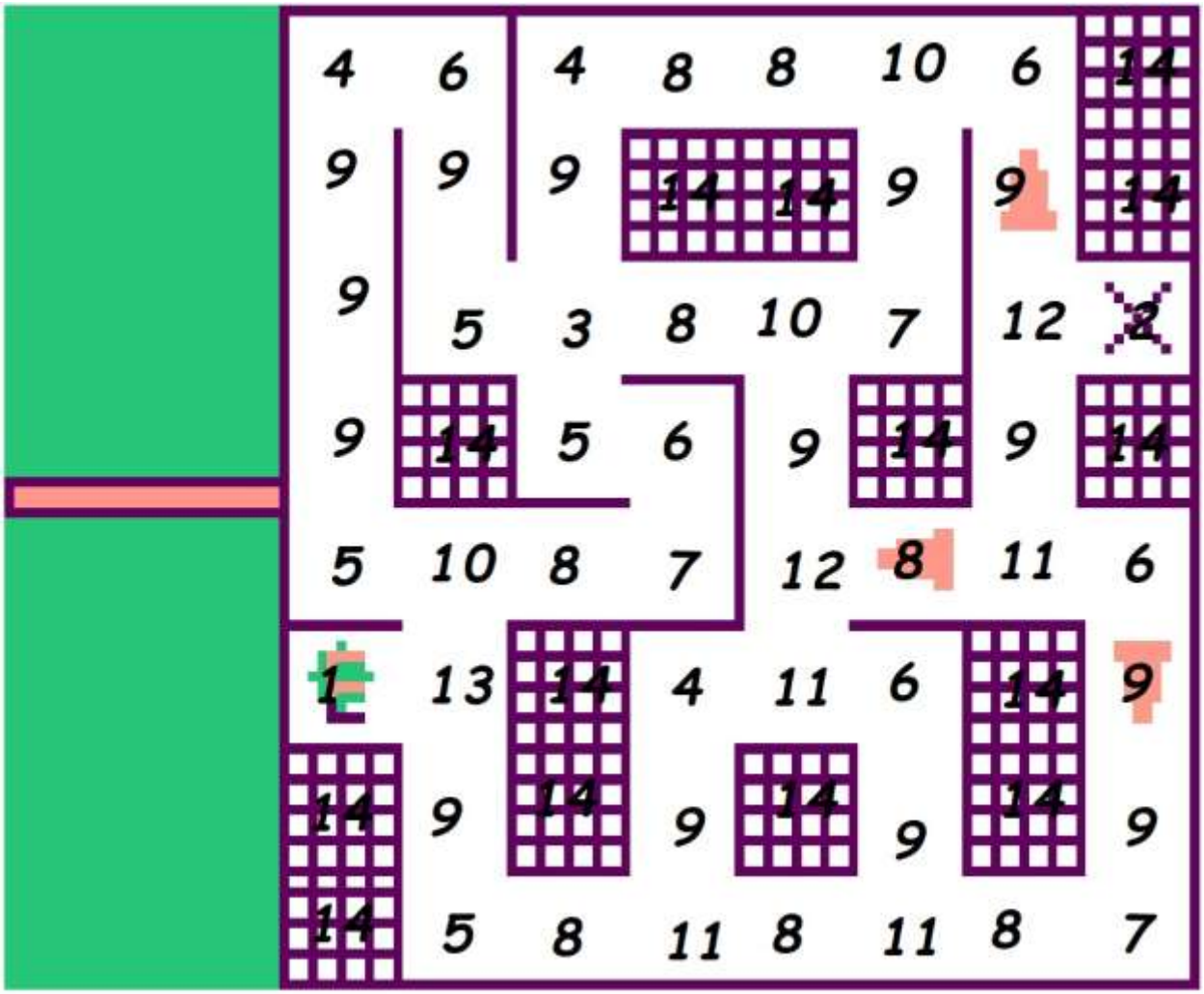
Note that Type 1 and Type 2 are separate. That's because the left and right arrow keys do not cycle through those two tile types. To place an Entrance or an Exit tile, you position the cursor square over that tile space, and then press either E or X on your keyboard. A tone will sound and the tile will appear. You can cycle *OUT* of an Entrance or Exit tile using the arrow keys, which allows you to set the Entrance parameters or Exit parameters in a different unmarked tile type.

For example you could change the Entrance or Exit tile to a Horizontal or Vertical tile type and the Entrance or Exit will still happen in that tile, but they won't be marked as such. The parameters always follow the last place where you pressed an E or an X.

To move on to the Guard Placement part of the map editor, just press ENTER. You will hear a two-tone sound, but the screen will not change at all. At this point, you can move the cursor to any tile and place one of the three guards there by pressing any of the four arrow keys. The guard will spawn on that tile in the direction you pressed. As you press, you will see an arrow briefly appear, and a tone will sound. Each guard position emits a higher beep, and when you have placed the third guard position, you will move on to the Menu.

The Menu is simple. Just three options, to Save the Map, to return to the first editing screen to either adjust tiles or change guard placements, and to quit the Map Editor without saving your work.

Map creation for CGS requires that every tile "match" the tiles on all four sides. So if there is a wall on one side of one tile, then there should be a wall on the next tile to that side that matches it. Same for open spaces. Note that this is how the Default map, below, is designed:



You'll get the hang of it! Looking forward to seeing your new maps.